GAMEBOY GAME GEAR LYNX PC ENGINE GT

HAND-HELD GO!

ISSUE 2 DECEMBER

INSIDE: RASTAN SAGA CASTLEVANIA II! PACMAN! BURGER TIME! AND MORE!

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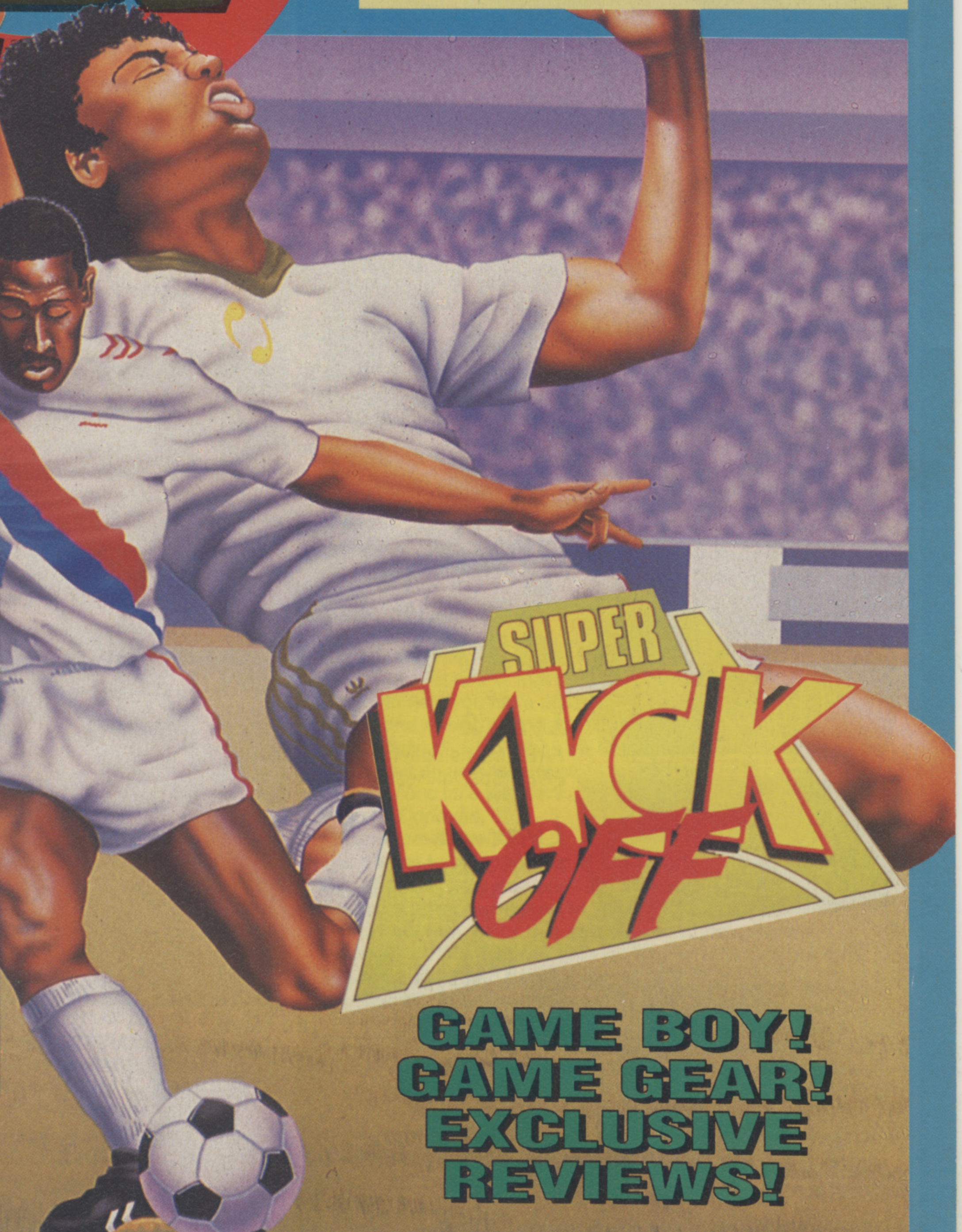
INDY 3! EXCLUSIVE PREVIEW!!



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HAND-HELD GO! VIDEO GAMES

GAMES ON THE GO!

7 PACMAN

Wogga wogga wogga! The little gobbler's back in action, this time on your Game Gear! How does the arcade hero measure up? Tune in and find out!

10 SUPER KICK OFF

Yes! GO! scoops the world with a four-page Review special on Gameboy and Game Gear Kick Off. Can you believe it - this mag is free!

15 BURGER TIME

Huge platform laffs from this nifty little arcade number. We lift the lid on this hot Gameboy cart in another winning GO! Review.

16 CASTLEVANIA 2

Hot Hot Hot! Konami's incredible Gameboy castle romparama gets the full treatment with a two-page GO! review. It's what we do best...

18 RASTAN SAGA

Hurrah! Rough 'n' ready Rastan slashes his way onto the Game Gear and into the pages of the best mag ever. Check out our super-cool Review right now!

19 INDIANA JONES

Another GO! scoop!! This time we bring you an incredible Preview on one of the hottest Game Gear carts this year! Are you dreaming, or what?

LYNX PREVIEWS

We select three of the best Lynx laffs coming your way soon and give them a GO! Preview. There's nothing like it in the world...

ON YOUR MARKS! Welcome to the second incredible issue of Britain's hottest new mag, stuffed full with everything you need to know about hand-held games - completely and utterly FREE! Inside these very pages you'll find the hottest news, reviews and previews on hand-held games in the world - and you don't pay a penny!

GET SET! How's this for another GO! hand-held megascoop: we Review Super Kick Off on the Gameboy and Game Gear before anyone else has even seen them - and they're both totally skill! If that's not enough, we've got the full lowdown on the brill Castlevania II for the Gameboy, Pacman and Rastan for the Game Gear and some of the hottest Lynx previews you'll ever see! Then there's our special GO! Lowdown on the Game Gear, to help you decide which machine to get for Christmas.

GO! Call us mad, call us loopy, call us right round the flippin' bend, but here we are with the most amazing mag in the cosmiverse for absolutely nothing at all! Have fun, and send your comments, letters, tips etc to all of us GO! heroes at usual CVG address. Have fun!

TIM BOONE

Dear GO!
I think your new mag is just the thing for hand-held owners. I have been dreaming that someone would make a hand-held mag and now you have made my dream come true! The layout and design is brilliant and that it is free with CVG is utterly brilliant. Also I think it's better than our local chippy. What else do you have in store for us hand-held owners with this fabulous little wonder?
Michael Donovan,
Willsbridge, Bristol
PS. It's got to be good if it's better than our local chippy.

So, Michael, how does it feel being the first GO! reader to have his letter published in the world's greatest hand-held mag? For this achievement you can call yourself CVG's first official GO! Superhero and become the envy of all and sundry everwhere.
PS. Bet our local chippy's better than yours.

EDITOR: Tim Boone **DESIGN AND LAYOUT:** Gary Harrod **DEPUTY EDITOR:** Paul Rand **WISE WORDS:** Frank O'Connor **ADVERTISING MANAGER:** Jim Owens **SALES EXEC:** Greg Watson **PRODUCTION ASSISTANT:** Emma Sadler **MANAGING EDITOR:** Julian Rignall **PUBLISHING DIRECTOR:** Graham Taylor. **COVER:** US Gold **PRINTED BY:** Kingfisher Web **COLOUR BY:** Proprint, London E13.

GO! EDITORIAL AND ADVERTISING, TOP FLOOR, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU TEL: 071 251 6222 FAX: 071 490 1095 HANDY TIP: Don't spit into the wind

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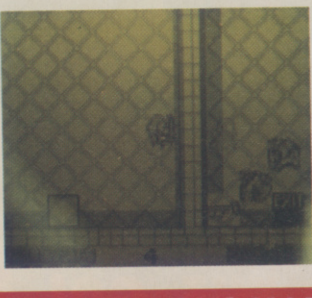
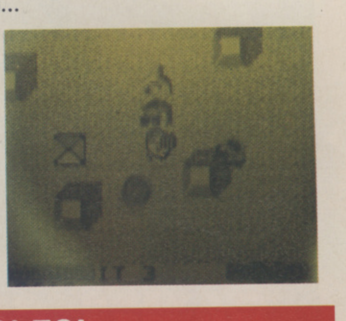
NEWS

GAMEBOY GRABS GAUNTLET!

Gameboy owners had better get ready for a jaunt into Gauntlet country, 'cos the sequel to that fab, four-player coin-op is soon to hit small black and white screens in the new year.

Gauntlet II features the original characters - Warrior, Elf, Wizard and Valkyrie - along with all the monsters, pickups and, best of all, lashings and lashings of digitised speech! The four-player option has been cut down to two with a link-lead, but we've had a butchers at an almost complete version and the **GO!** opinion is that birds-eye baddy bashing could be a hit on Nintendo's bairn...

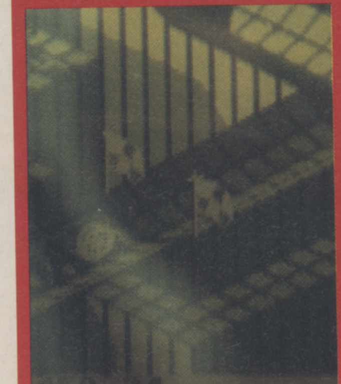


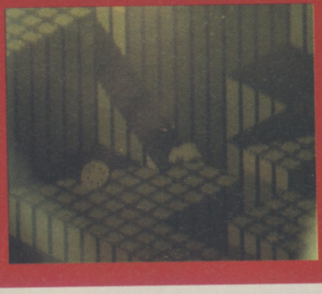


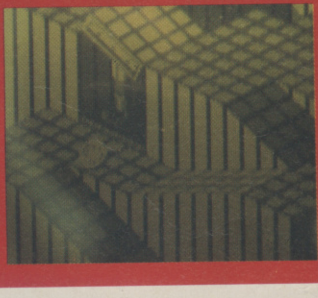
MARVELLOUS MARBLES!

Glass spheroid japery will be the order of the day when Marble Madness rolls onto the Gameboy around January. If you don't already know, **Marble Madness** casts the player as a marble - what else - trapped in a three-dimensional maze filled with all manner of nasties like jet-fighters, acid pools and rogue steelies.

The word is that this version is even better than the recently released NES game, which received a whopping 85% in **CVG**! It certainly looks a right treat if these shots are anything to go by - "marble"-ous, in fact!





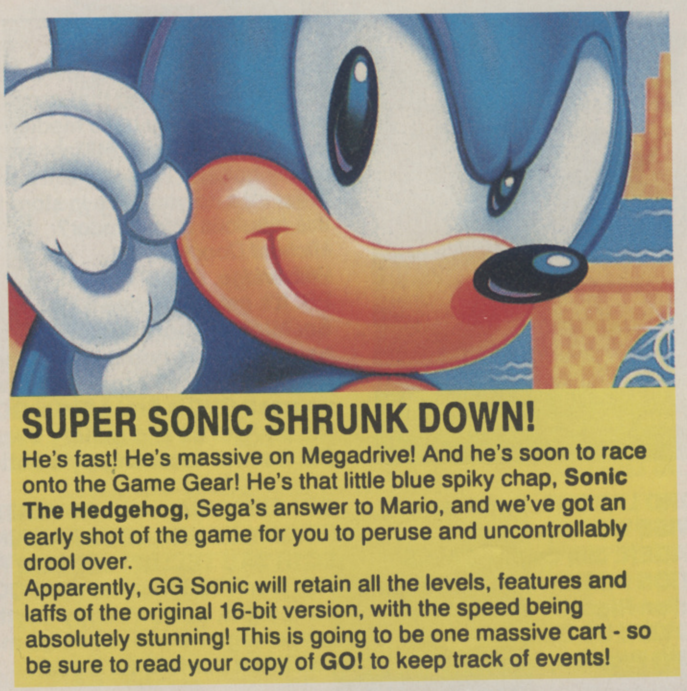


TIGERS ON THE TELLY

Hand-helds are such a growth industry, they're even having obscene amounts of television advertising cash spent on promotion!

Latest to appear on the box is the Tiger range of LCD games from Grandstand. All the games are based on popular coin-ops and computer games like **Top Gun**, **Double Dragon** and **Batman** and, apart from being jolly good fun, they're quite cheap too, at around twenty quid a shot.

More than £1,000,000 is being spent on pushing the Tiger range on TV, with the main advertising being shown during TV-AM and BSkyB's Children's Channel in the six-week run-up to Christmas. So get out of bed, wash your face, brush your teeth, comb your hair and switch on that telly NOW!



SUPER SONIC SHRUNK DOWN!

He's fast! He's massive on Megadrive! And he's soon to race onto the Game Gear! He's that little blue spiky chap, **Sonic The Hedgehog**, Sega's answer to Mario, and we've got an early shot of the game for you to peruse and uncontrollably drool over.

Apparently, GG Sonic will retain all the levels, features and laffs of the original 16-bit version, with the speed being absolutely stunning! This is going to be one massive cart - so be sure to read your copy of **GO!** to keep track of events!

TINY TETRIS TREATS!

Here's a cheeky little item which a certain Japanese hand-held manufacturer may not be too chucklesome about. It's called **Twin Brick** and is basically a stand alone version of Tetris.

The machine itself is just under one-and-a-half times the size of a Game Boy with a number of buttons for on/off, sound and, of course, direction controls. There are actually two games on the Twin Brick, but the second is more of the same with different shapes. At £25, it's not a bad deal if all you want to do is play Tetris, but if you want one, be quick - we can't see it being around for very long!

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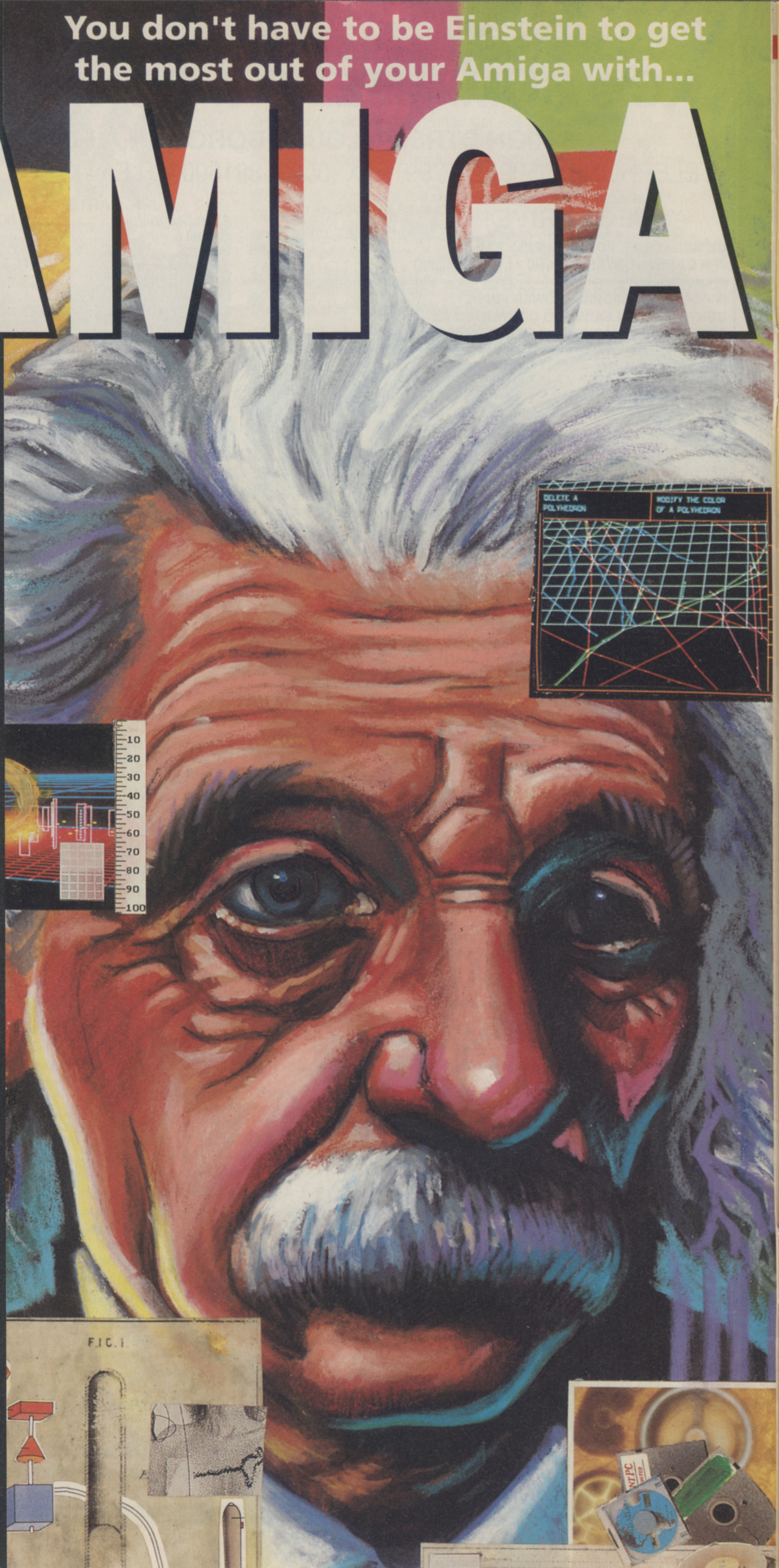
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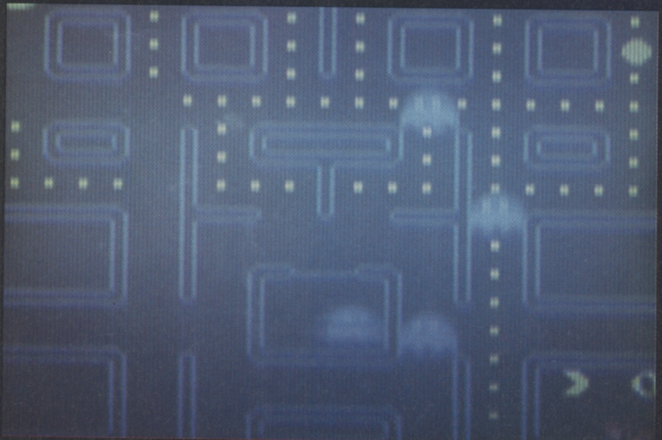
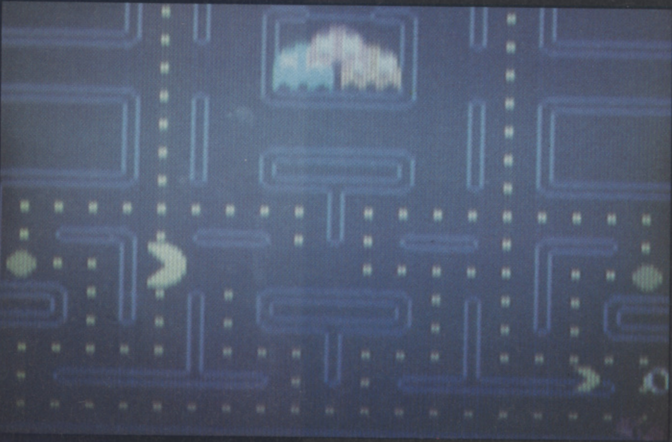
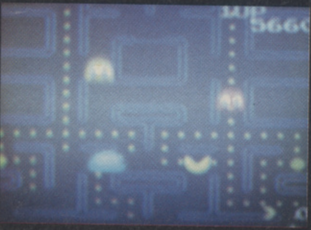
Become Pacman, lost in a series of mazes with only one hope of ever finding his way out - by eating the dots scattered about each maze. Think that sounds easy? It does - until the ghosts come out of their lair and chase after our Pac!

GAMEGEAR - £24.00





▲ *The yellow, circular one gets chomped.*



▲ *Mega-gobble-tastic!*

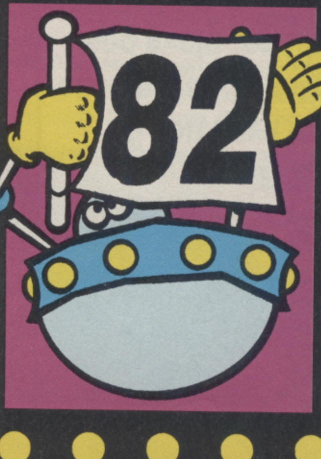
PICK OF THE PAC PACKS!

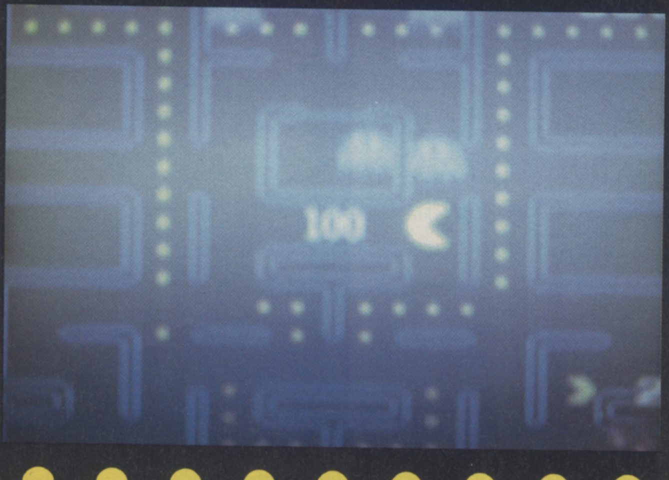
The original Pacman coin-op, upon which this GG game is directly based, spawned a whole series of sequels - both in the arcade and on home machines. As well as Pacman, Pacland and Pacmania became both coin-ops and computer and console games, while the Atari 2600 played host to Ms Pacman. There's also a Baby Pacman pinball table and a Jr Pacman Game and Watch!

THANKS...to **Console Concepts** (0782 712759) for the review cartridge.

PAC UP YOUR TROUBLES

Poor Pac's life would be that much simpler were it not for four little problems - the Maze Ghosts named Inky, Blinky, Clyde and Sue! They'll attack Pac at every opportunity, unless he manages to pop a Pill - at which point the ghosts turn blue and scarper. Eat them before they start to flash and rack up a big bonus!





As a conversion, Pacman is just about perfect - and as a Game Gear laff it's superb! OK, it may be dated, but this is still a fine title - so grab it!

TIM BOONE

DEAR

1991 CHRISTMAS SHOPPING LIST

Dear MUM, DAD, BROTHER, SISTER, UNCLE, AUNT, GRANDMA, GRANDAD and everybody else who wants to buy me something this Christmas!!!

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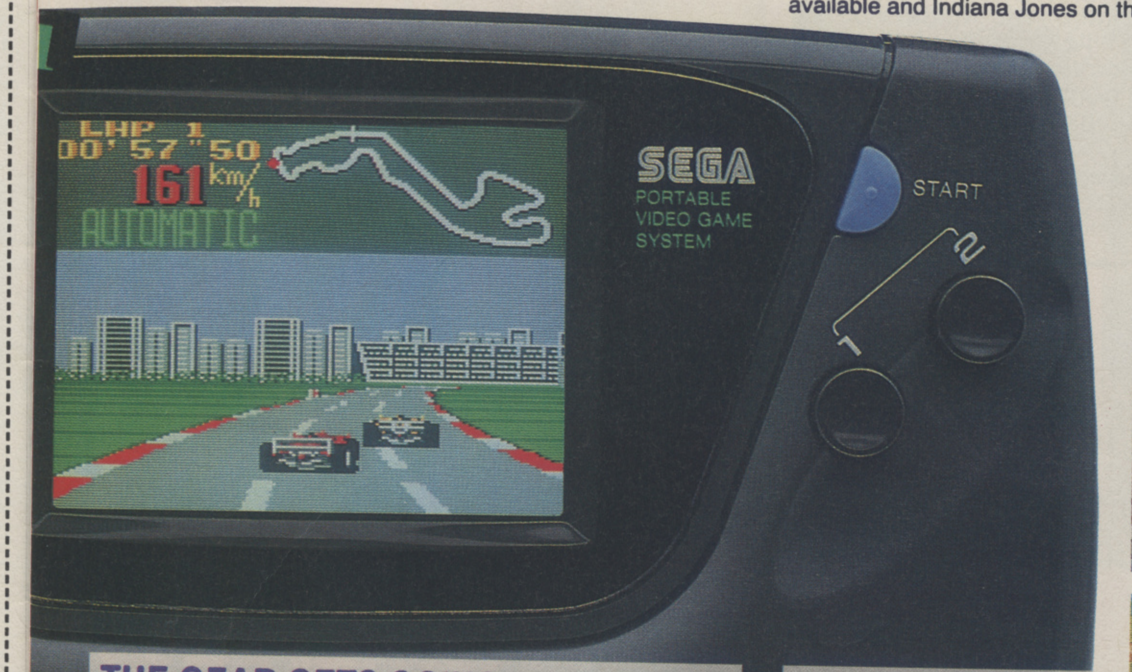
GO! LOWDOWN

GAME GEAR

SO you want to know which hand-held machine to get for Christmas, eh? Here's another GO! Lowdown to help you decide which machine is best for you! Last month we showed you the brand new Lynx II from Atari. This time round it's the turn of Sega's Game Gear and next month we'll give you the full story on the Nintendo Gameboy! So without further ado, here's PAUL RAND with some Game Gear grooviness...

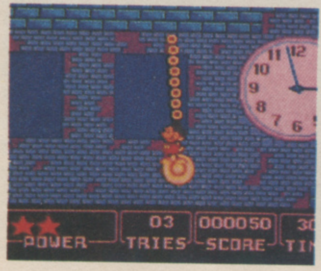


THE GEAR GETS GOING

The first anyone new about the new hand-held from Sega was a hazy fax containing a spec for the "Microdrive". The rumour was that the machine would pack the power of a Megadrive yet be small enough to fit into your pocket. So when the Game Gear first became available it was a bit of a disappointment.

What was basically a Master System in a little box didn't go down well at first - with the machine initially let down by the low quality and quantity of launch cartridges.

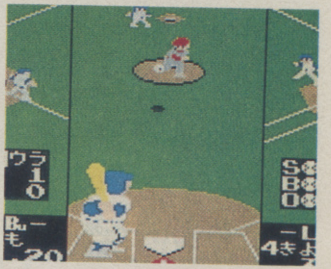
The Game Gear looked a bit of a lame horse next to the likes of the Lynx and PC Engine GT, but fortunes took a turn for the better with the release of excellent software such as Mickey Mouse and Super Monaco GP, two titles which used the power of the handheld to great effect. From then on, sales of the Game Gear have gone from strength to strength!



LOADSACARTS LOVELINESS!

The Game Gear plays host to a wide variety of games, from Sega's own coin-op conversions like Out Run and Afterburner to original titles such as Columns and licenses including Mickey Mouse and the soon-to-be released Spiderman.

The third party boys are beginning to get in on the act, too. First company outside of Sega to produce Game Gear carts is our own US Gold, with World Class Leaderboard already available and Indiana Jones on the way. Hurrah!



GRIFFIN
PUSH START BUTTO
TELENET JAPAN 19

TURN IT TO TELLY

Some unusual peripherals are planned for the Game Gear - devices like the car adaptor which lets you power the machine from the cigarette lighter socket in any motor. But the most exciting doobries are the third party Master Gear - an add-on allowing Master System cartridges to be played on the handheld - and a TV Tuner which converts your Game Gear into a portable telly! Carumba!

SO, SHOULD I BUY ONE?

After a rocky start, sales of the Game Gear are picking up so fast that Sega come close to running out of stock! At £99.99, it's expensive when compared to the more powerful Lynx but, coupled with the Master Gear, there are a multitude of excellent games available. And when the TV Tuner is finally released, at a price of around fifty quid, it'll be the first portable games machine and hand-held television in one. Now that's something to think about!

REVIEW

HERE WE GO! HERE WE GO! Britain's mightiest mag scoops the world once again with the best hand-held football game known to man! Hold onto your hats, 'cos we've got Exclusive Reviews on the hottest Gameboy and Game Gear title in the world - the legendary Super Kick Off!

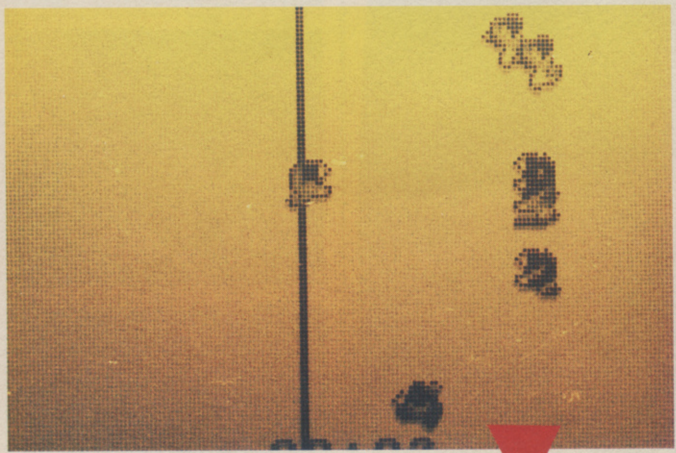
This is the hand-held game everyone's been waiting for, and we Review it first on both machines! Well, what else do you expect from the best games mag in the universe? Strap on best boots and prepare for the ultimate soccer lowdown on the hottest Gameboy and Game Gear title ever...

SUPER
KICK OFF

Kick Off! Some say it's the greatest computer game of all time, and they're probably right! There's hardly an Amiga or ST owner around who hasn't been left dumbstruck by the sheer brilliance of this fab footy fave, with playability and excitement tuned to near sensory overload!

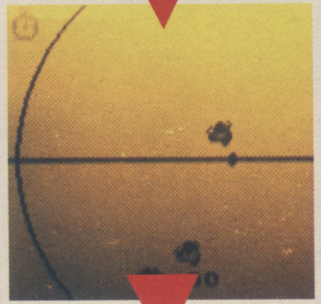
How could anybody manage to squeeze a game this great inside a little Gameboy? How could Nintendo's little black and white wonder machine ever handle a game so utterly and unbelievably brill? Read on and flippin' well find out!

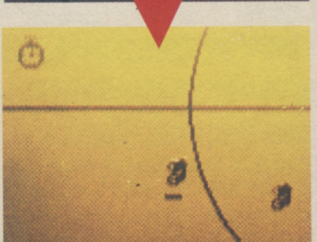
GAMEBOY - £TBA



Super Kick Off is the best thing to happen to the Gameboy since Tetris! As fast as the Amiga version, with cracking graphics, sterling gameplay and that all-important Kick Off feel. Once you've mastered the controls you might as well glue this cart into the slot. Need I say more?

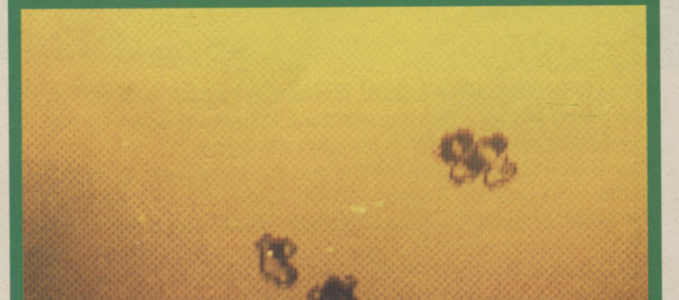
PAUL RAND





MULTI PLAYER MALARKEY

One of the best features of Kick Off on computer was the two-player option, allowing for the ultimate in head-to-head action and excitement. Gameboy owners don't lose out in the multi-player stakes - just plug in a link lead and watch your mate up and down in rage the instant you rocket the ball into his goal!



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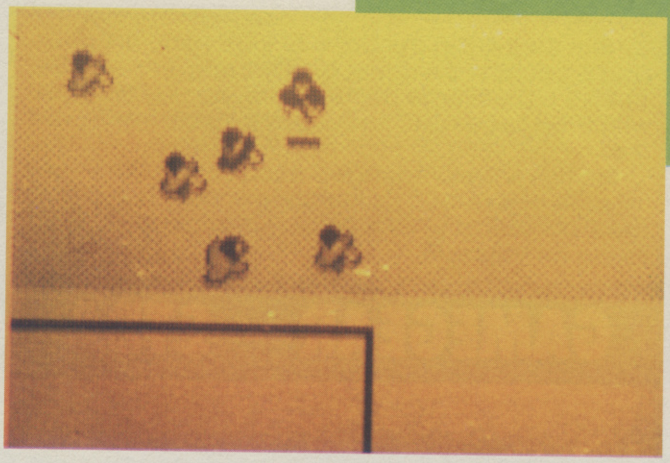
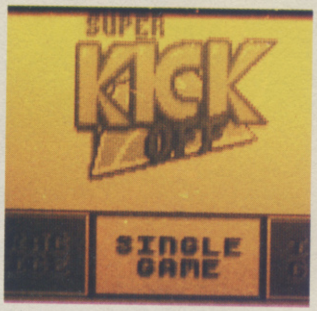
Incredible! Super Kick Off is everything we could possibly have asked for, and more! The fastest game I've ever seen on the Gameboy, this is a golden conversion of the all-time classic. If you're a Gameboy soccer fan, this is the best game of footy you'll ever play in your hand. It's brilliant!

TIM BOONE

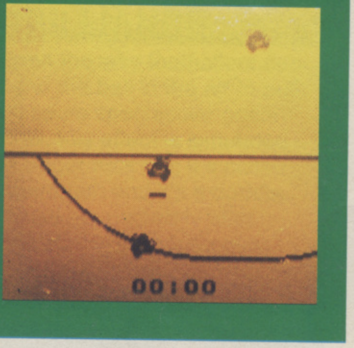


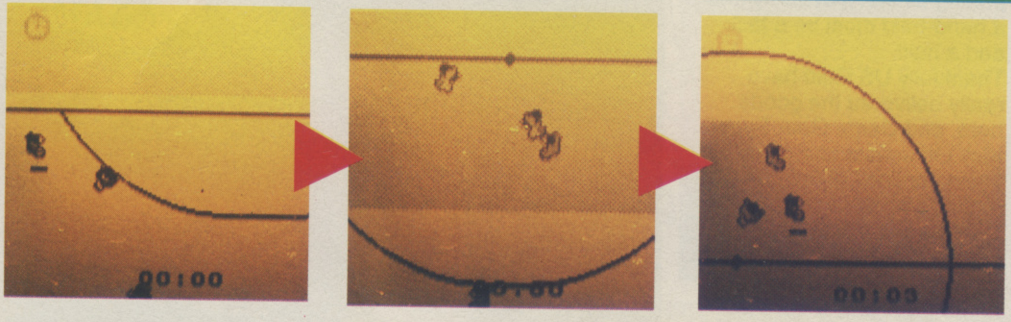


▲ ***Cripes! It's that famous select screen to set up any footy feast you fancy - hurrah!***

HACKING HILARITY

As in the real thing, the refs in Super Kick Off don't take too kindly to your players performing as hatchet-men, so budding Steve McMahon's watch out - too many fouls and you'll receive a yellow card. Two bookable offences and you'll be taking that long walk back to the changing rooms. And if it's a real sickener (or if the referee's a real stickler) you'll be off faster than the crowd can sing "*Who's the ?!@!&*? in the black?*"



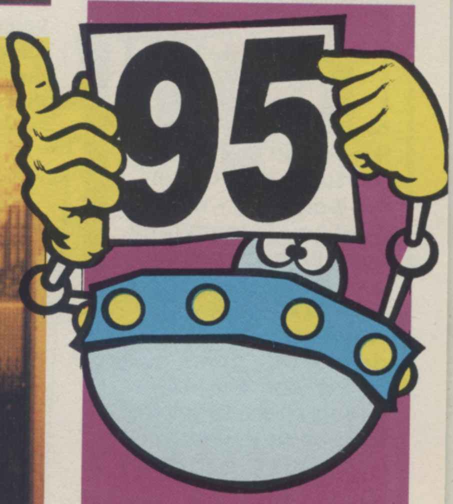


▲ ***Relive all that league game glory with mega-roony goal-grabbing action courtesy of your Gameboy!***

DUAL BUTTON DELIGHTS

Whereas the original computer versions of Kick Off required only one fire button and some deft joystick juggling, Super Kick Off finds a use for both the Gameboy's buttons. One is for passing and ordinary kicking, while the other allows the player to chip the ball - handy for crossing into the six-yard area and great for lobbing the ball over the keeper's head and into the net - **GOAL!**

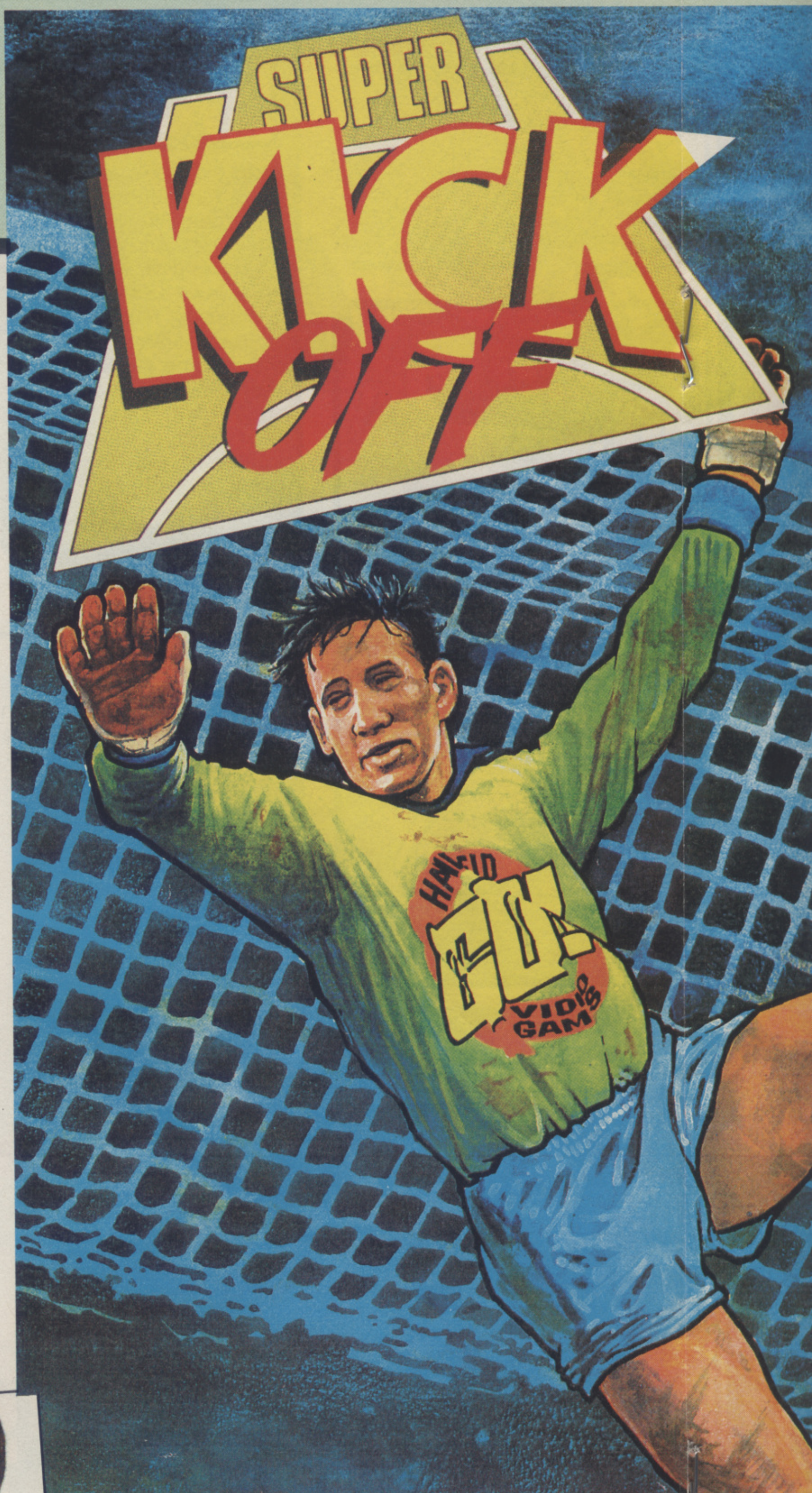
SUPER
KICK
OFF

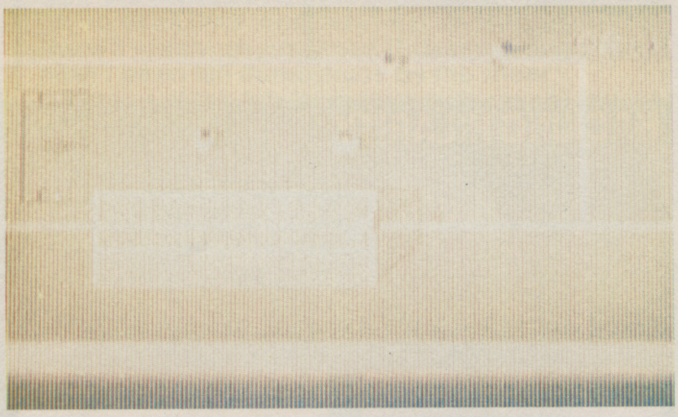


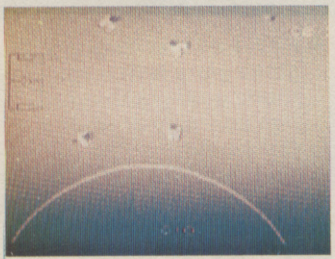
Colour Kick Off in the palm of your hand?! Some said it couldn't be done, until those games heroes at US Gold got hold of the game, beavered away with their Segas and squeezed it inside the Game Gear!

So, have they managed to capture all the thrills 'n' spills of everbody's favourite soccer blast? Just read this amazing GO! Review and bloomin' well judge for yourself!

GAMEGEAR - £TBA



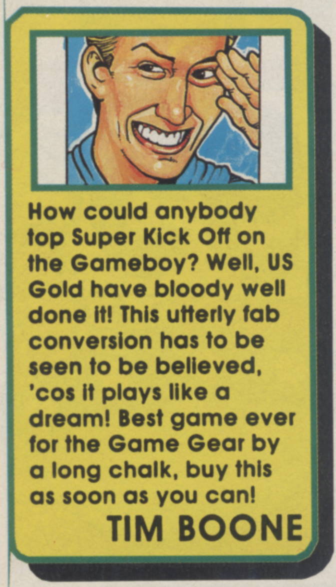




MASTER OF THE GAME!

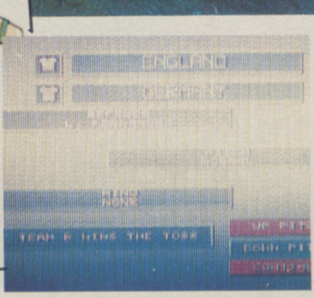
Super Kick Off is an extremely close conversion of the Master System version - reviewed in this month's CVG! The Master System version is one of the strongest of the lot, and putting all that playability into a hand-held must be a task and a half!

Thankfully US Gold have really delivered the goods here, and Game Gear Super Kick Off boasts one of the finest versions of the game - putting some of the more expensive consoles and computers to shame! Incredible, eh? You can walk around and play a better version of Kick Off than your mates can sat in front of they're big machines. Now that's style!



How could anybody top Super Kick Off on the Gameboy? Well, US Gold have bloody well done it! This utterly fab conversion has to be seen to be believed, 'cos it plays like a dream! Best game ever for the Game Gear by a long chalk, buy this as soon as you can!

TIM BOONE

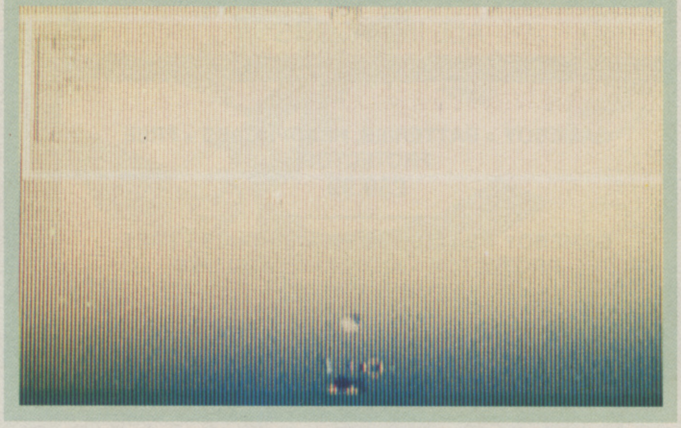

ENGLAND
GERMANY
TEAM B WINS THE TOSS

What a brilliant conversion this is! Kick Off is my all-time fave game, and now I can play it on the train in all its glory! Smooth scrolling, super sprites and unbelievable gameplay. What more could you ask? Get this cart a bit quick!

PAUL RAND

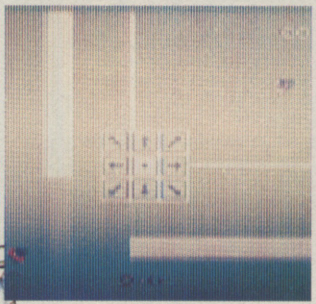
PENALTY PERFECTION

Bring down a player or be fouled by the opposition in the eighteen-yard box and the referee awards a penalty kick to the victim's team. If you're the taker, you'll notice a moving arrow in front of the goal. Simply press the button when the arrow is in the centre of the screen and go for **GOAL!** Keeping is slightly harder, as there's no indication of which way the ball is going to go - just anticipate the striker's shot and pray!



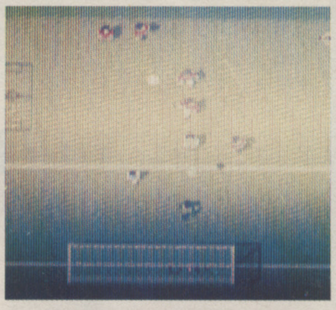
CORNER-KICK CAPERS

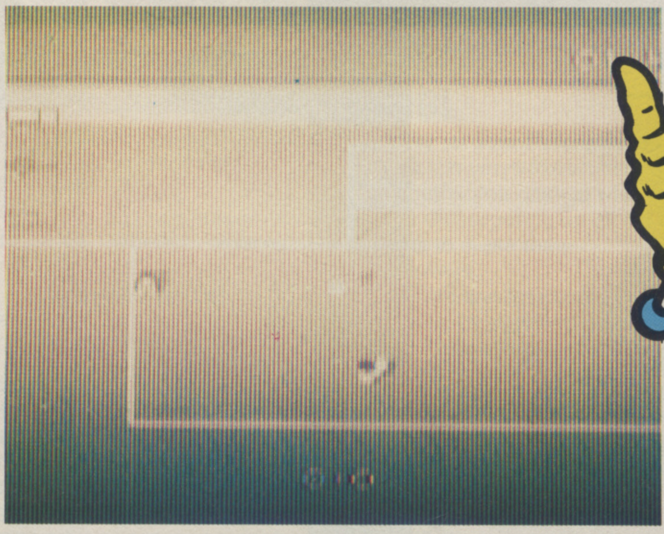
A corner is awarded should a player kick the ball over his own touchline. Taking a corner in Super Kick Off couldn't be simpler - you're shown a box displaying nine possible directions to kick the ball. Choose one, remembering that the longer the fire button is held down, the more powerful the shot. **GO!** for it!

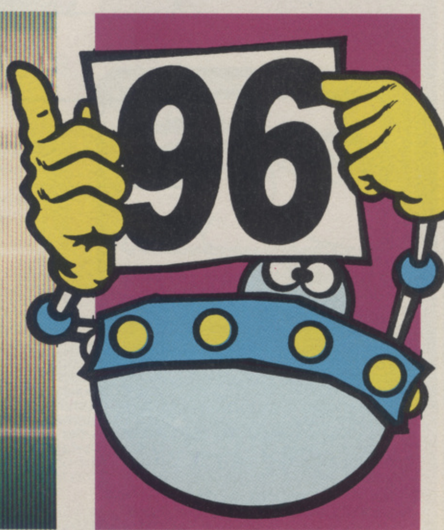


BALL-BENDING BRILLIANCE

Seen the way footballers can bend the ball in the air to pull off some spectacular goals? Well, this effect is simulated in Super Kick Off! It's called Aftertouch and it's a doddle to use. Immediately after kicking the ball, push the controller in the direction you want it to curl - it's that easy.







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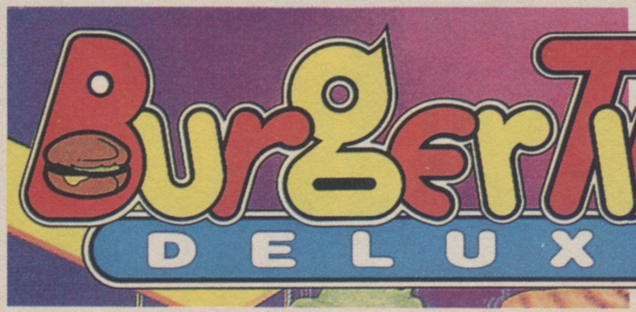
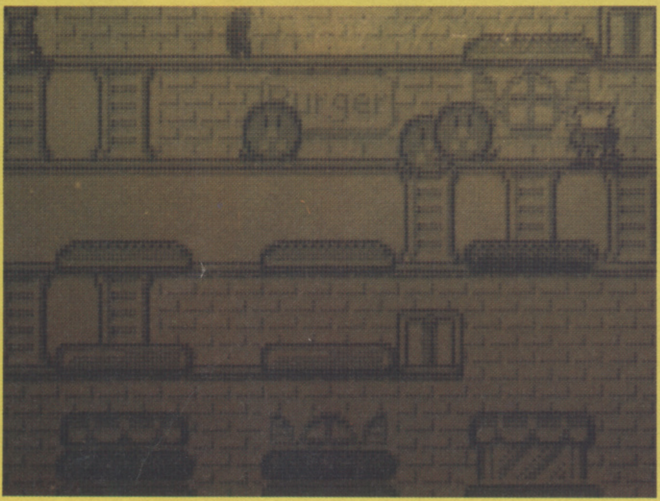


Make mine a quarter with cheese, fries on the side, and for God's sake don't let Mr Pickle catch me! The object of Burger Time Deluxe, the Gameboy conversion of the classic arcader, is quite simply to help shifty chef Peter Pepper make his burgers.

But it's not quite as easy as all that: your Food Foes Mr Hot Dog, Mr Pickle and Mr Egg will do their darndest to turn you into mincemeat before you can construct the goodies. So put on your silliest chef's hat and prepare for some fry-up frolics 'n' fun...

GAMEBOY - £24.00



DON'T BE A SILLY BURGER

It's got to be the downright silliest way to make burgers known to man, but it's one helluva lotta fun! Simply run along the platforms joined by ladders and scamper across the bits of your burger.

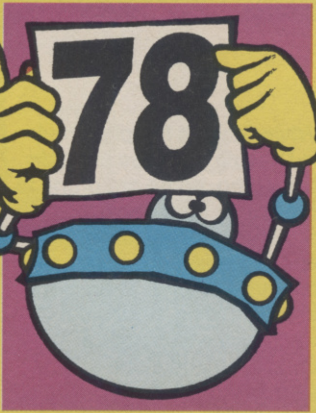
Run over the baps and burgers and they drop neatly into place on top of each other, ready for scrummy treats all round. Trouble is, your enemies are roaming the walkways too and they're out to grind you into the ground!

Burger
UP
AREA

Burger
UP
AREA

OH, YOU LUCKY BURGER!

Data East's original Burger Time coin-op first hit the scene years and years ago, only to enjoy a new lease of life when the sequel appeared earlier this year. The Gameboy version is faithful to the orginal, and in some areas even improves on the patchy gameplay of its arcade daddy. So now you can play Burger Time with one hand and and stuff down a quarterpounder with the other - Hurrah!



Burger
AREA

THANKS...to **Console Concepts** (0782 712759) for the review cartridge.

BURGER ME, BOB!

Luckily for you, Peter Pepper has a few ways to sort out the loathsome nasties who insist on burgering up all his efforts to make tasty takeaways.

Our Pete can freeze his enemies by spraying pepper in their general direction, and if he you time it so that the bad guys are doing their bit beneath a piece of burger as it falls they'll be squished into nothing. Hurrah!

I loved Burger Time in the arcades, and this Gameboy version is a fine blast from the past. If you looking for a laff then this is the Pak for your pocket!

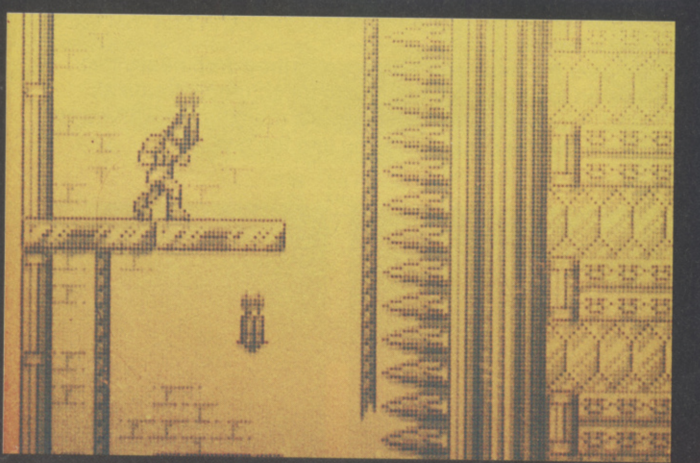
TIM BOONE

CASTLEVANIA II

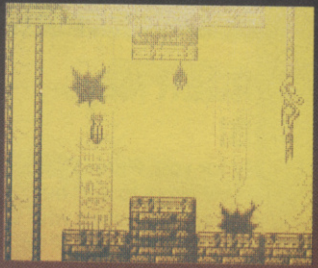
Cripes - it's that creepy count again! The first Castlevania adventure saw Dracula somehow managing to escape from the hands of Christopher Belmont, turning into mist and literally wafting out of the castle. Fifteen years later Belmont's son Soleiyu becomes a vampire hunter - and it's the chance of a lifetime for Drac.

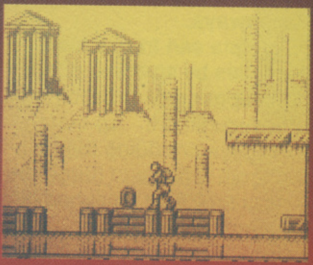
At the height of the celebrations, he swoops down and carries the youngster off to his new castles, turning him into a vile demon. Now it's up to Christopher to track down and save his son, destroying each of the four castles of Dracula in the process. This time there are no second chances...

GAMEBOY - £24.00



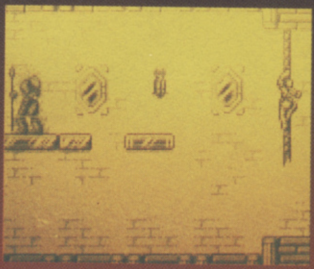
▲ *Avoid those spikes or you're doomed, boyo!*





Castlevania II is an absolute stormer of an arcade adventure! Full of intense atmosphere and creepy goings-on, it's a must for any serious Gameboy star.

PAUL RAND



▲ *Try Crystal Castle for shifty platform romps*

PLATFORM FUN AND FRILLS!

While most of the platforms in Dracula's castles are safe to step on, some are prone to collapsing underfoot, requiring a bit of nifty legwork and just a tad of forward-thinking. Then there are the sliding, horizontal walkways which appear on-screen and slope off just as quickly!

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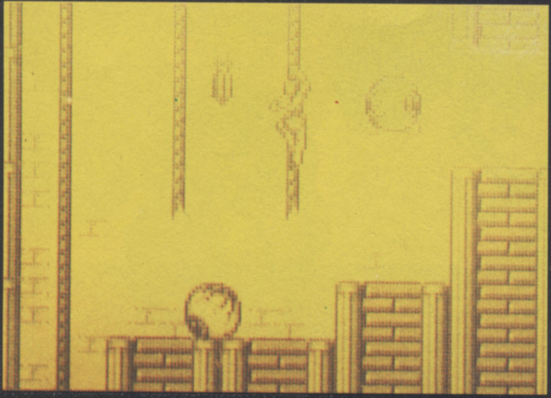
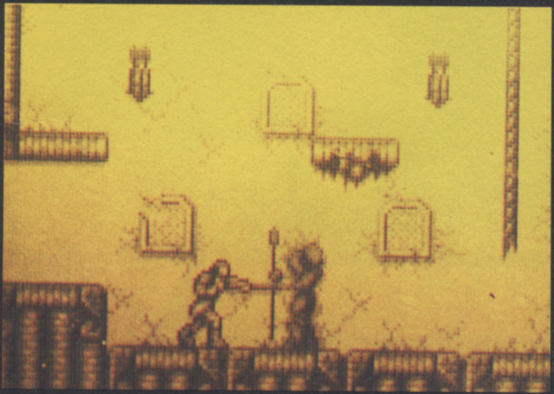
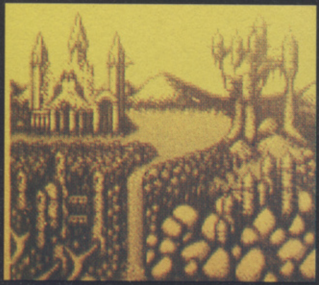


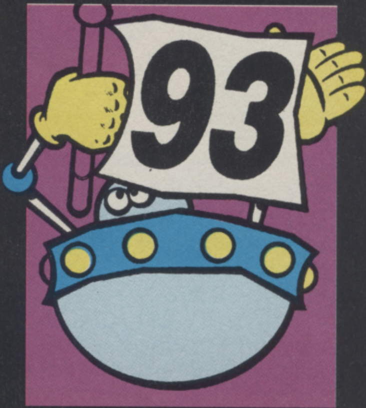


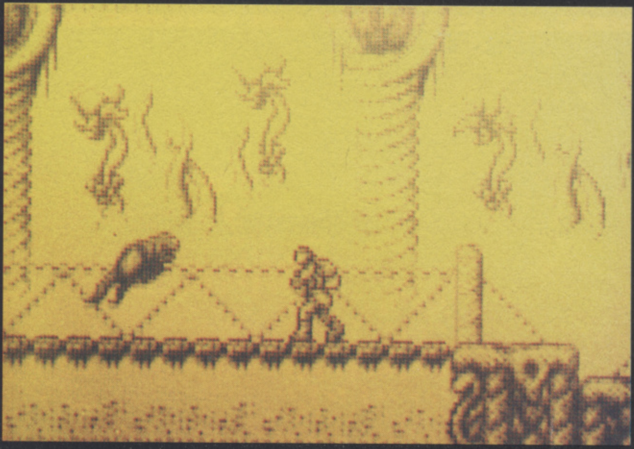
CREEPY CASTLE CAPERS

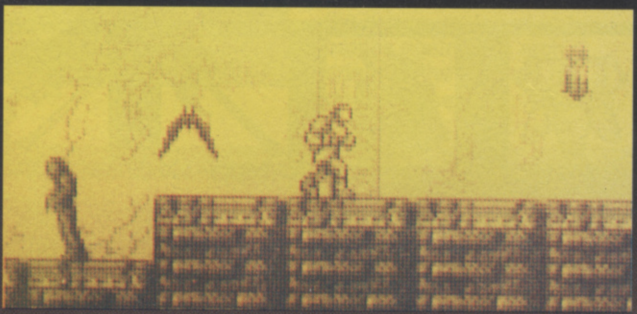
There are four castles to complete in Castlevania II, complete with a different end-level guardian. Each one has its own special way of attempting to kill Belmont and all have incredibly devillish names such as Dark Side and Angel Mummy!
Yikes A-Lordy, hide me under the sofa, Aunty Dot!



▲ *Select any stage that takes your fancy, but not the last stage. Oh no, matey!*



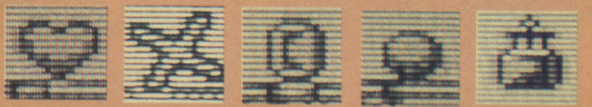


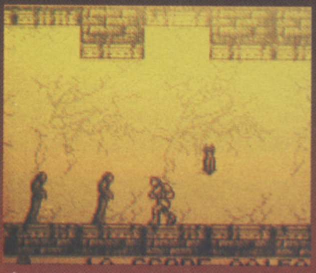


COLLECT 'EM IN THE CASTLE

Most castles are cold, draughty places filled with dusty antique furniture, collection boxes and 80-year-old tour guides. Not so the chateaux in Castlevania II! These great halls are brim full with useful objects, so here they are in all their glory...

CANDLE: Give 'em a whip to uncover hidden bonus items
COIN: Grab these for extra points: the larger the coin, the bigger the bonus
SMALL HEART: Gives you an extra use of any weapon currently held
LARGE HEART: Same as the small heart but gives you a whopping FIVE uses
CRYSTAL BALL: Bumps up the power of your Mystic Whip
BATTLEAXE: A fab weapon which arcs through the air before crushing its target
HOLY WATER: Harmless to humans - but vampires hate it





▲ *Yikes! It's those mud monsters of doom!*

Excitement and tension levels tuned to the max, this is a top-class title guaranteed to keep you glued to the Gameboy. Another Konami classic!

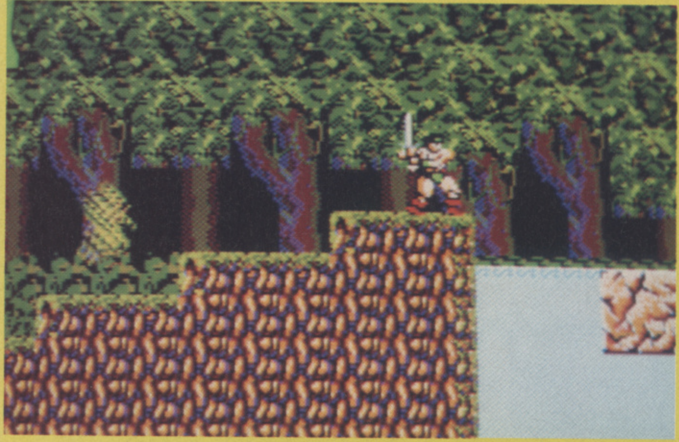
TIM BOONE

RASTAN SAGA

In a distant time, on another world, the battle between good and evil begins. And it's the bad bunch who are victorious, wiping out a peace-loving tribe and taking over the kingdom for their own.

But one man survives - living a lonely existance, foraging for food, scraping shelter and avoiding the enemy until the time comes for an all-out attack. That man is Rastan, and this is his story...

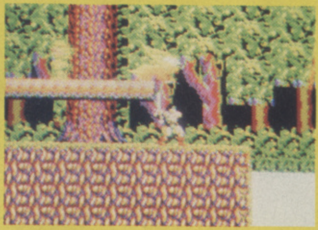
GAMEGEAR - £24.00

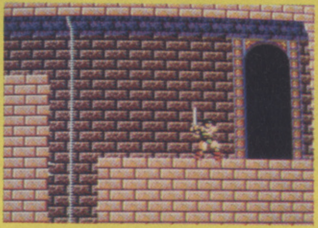


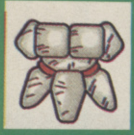
WONDERFUL WEAPONS

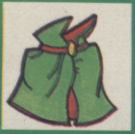
Rastan doesn't exactly begin his quest at a disadvantage, weapons-wise, starting with a massive two-handed sword! Further into the quest the barbarian can uncover extra armaments hidden throughout the land, or left behind by defeated enemies. Each weapon has a different effect on an opponent. For example, a morning star (a mace with a chain between the handle and spiked ball) has a greater range, while a flaming sword inflicts more damage. Help ma Boab!

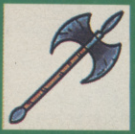
THANKS...to **Console Concepts** (0782 712759) for the review cartridge.

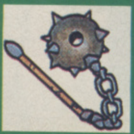






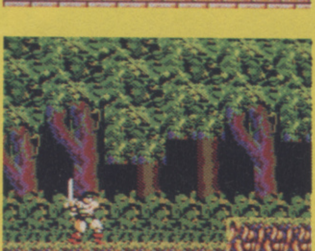


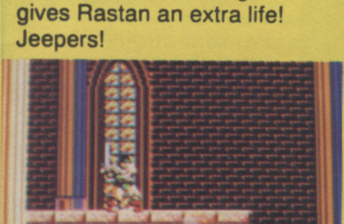


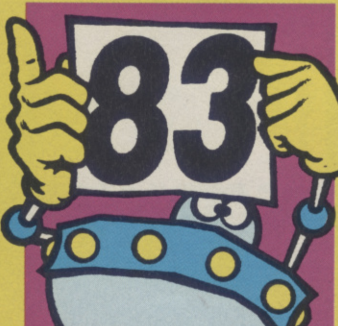


OBJECTS A-PLENTY!

Not only are there weapons to collect, but Rastan's world is full of objects which he can pick up and use. Most will assist Rastan in his quest, but some will drain some or even all of his energy, are detrimental. Look out for the ram's head - collecting this gives Rastan an extra life! Jeepers!







Rastan Saga plays well on the little Sega. Music is atmospheric and the only criticism is that the sprites are on the small side. If you enjoyed the coin-op, Game Gear Rastan is well worth your while.

PAUL RAND

PREVIEW

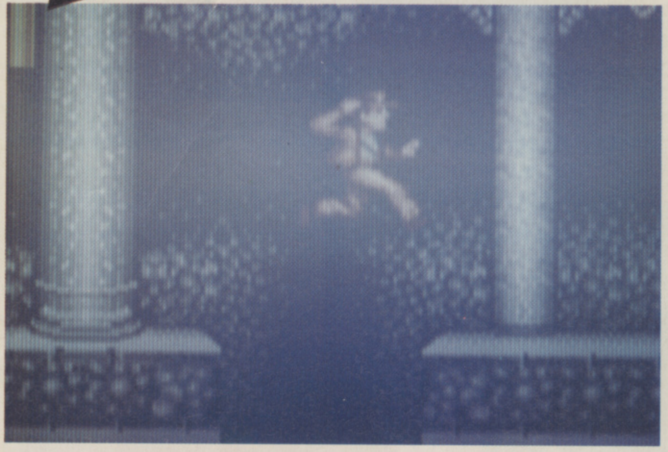
The man with the hat is back - and this time he's been shrunk to fit the Game Gear! In this US Gold conversion of the last Indy movie, our hero is searching for the Holy Grail - and faces all the perils that go with the search.

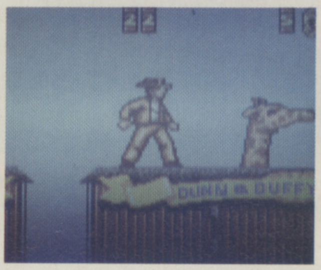
The game follows the plot of the movie quite accurately, featuring the main sections of the celluloid epic in its six stages - so here's Harrison Ford lookalike **PAUL RAND** for another Exclusive GO! Preview!

INDIANA JONES and the LAST CRUSADE

HATS THE WAY TO DO IT!

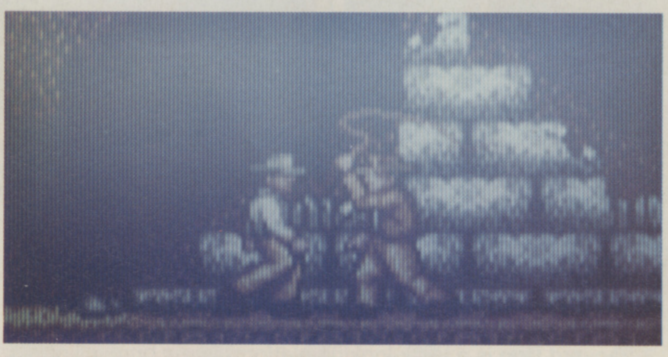
The Indy action takes places across a wide variety of levels. The first stars our hero as a young lad hunting the Coronado Cross in a maze of caves, before moving to a horizontally scrolling race across the top of a moving train - defeating enemies and jumping circus animals along the way. From here it's time to control the grown-up Jones as he battles against his arch enemies the Nazis in his quest for the Grail. Amazing, eh?

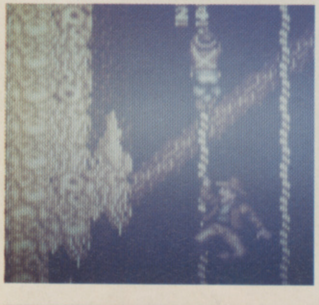


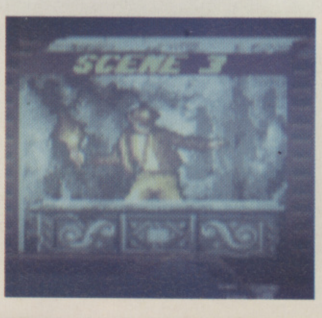


WICKED WHIPS AND HATS AHOY

As you can see from the screenshots, Indiana Jones And The Last Crusade is looking pretty spanky - with detailed graphics and a massive, beautifully animated Indy sprite. There are verious goodies to pick up, including that fabled whip - which can be used to despatch baddies with one flick of the wrist. Hurrah!







HANG ONTO YOUR HAT!

We've played a pre-prod version of the game and although control seems a tad tricky at times there's no denying that Indy will be a winner when he's unleashed on the little Sega soon - so watch out for the full **GO!** Review on these very pages soon!

GAMEGEAR - £TBA

PREVIEW

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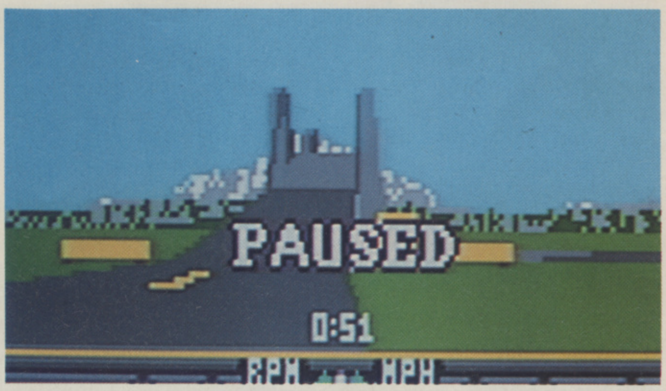
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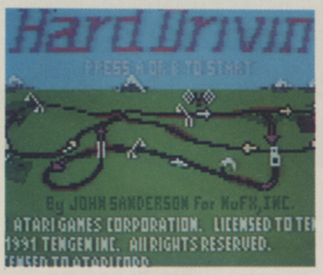
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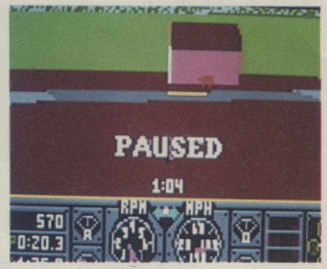
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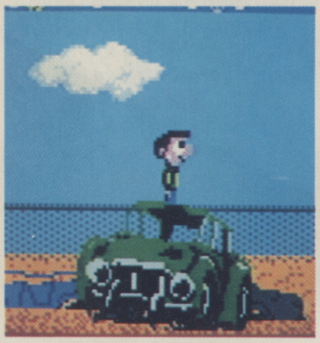
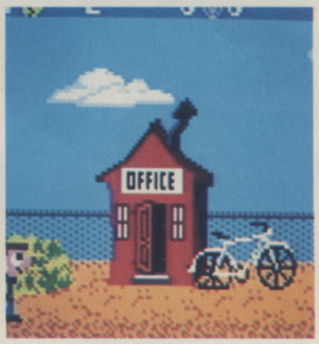
LYNX™

With the appearancer of the spanky Lynx 2, those busy beavers at Atari have been slaving away on some topper titles for this sexy new hand-held, with some big names to look out for. GO! hero FRANK O'CONNOR went along to check out all Atari's white hot stuff, and here he is with all the latest...





SCRAPYARD DOG

OH NO! Some nasty fiend has stolen your faithful friend, Barky the dog! It's up to you as a small boy with a big head to rescue the mutt and save the day.

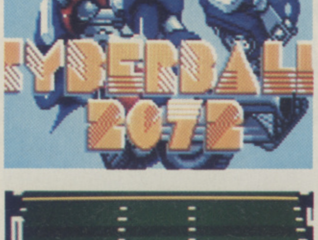
Scrapyard Dog is a tasty-looking platform game brim full of colour. The game starts with a lovely bit of animation as the bad guy absconds with your mutt and the action is a horizontally scrolling platform-fest, much in the mould of Super Mario Brothers.

As you walk, you will be hindered by various enemies and obstacles, including birds which lay explosive eggs and oh-so-'orrible rats. Luckily you're equipped with a superb jumping ability and a large arsenal of missiles, mostly tin cans and stuff, which can be hurled at the baddies.

First impressions of the cart are very good, so here's one to keep both eyes out for!

CYBERBALL

RIGHT. We've a drop-goal chance on the twenty-five yard line. We're one point behind and there's thirteen seconds on the clock. Oh yeah, almost forgot; if we don't kick this ball in the next three seconds, we're going to be blown to smithereens and they'll need a metal detector to find our bits. This is Cyberball, the sport of the future. Played to American Football rules, but the humans have been replaced by 20-foot robots and the ball is primed to explode. The Atari coin-op is about to storm onto the Lynx - and doesn't it look great? It's being programmed by Tengen, who are hoping to cram in all the features of the arcade machine, so expect acres of colour, masses of digitised speech and, most important of all, a cracking arcade sports blast with a difference. Find out if Cyberball fulfills its big promise by checking out that **GO!** review real soon!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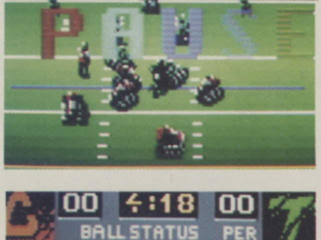

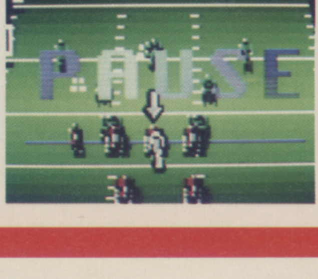

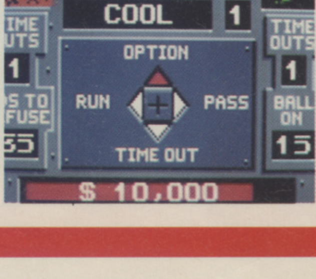
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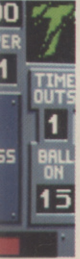
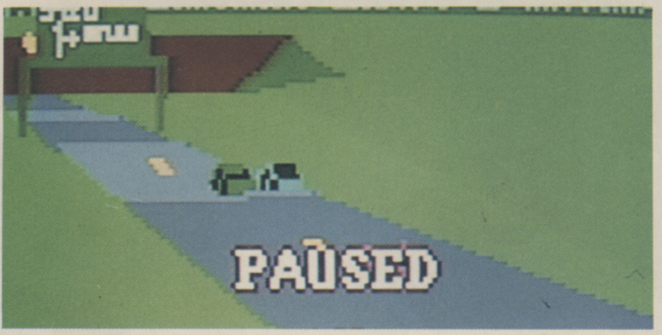


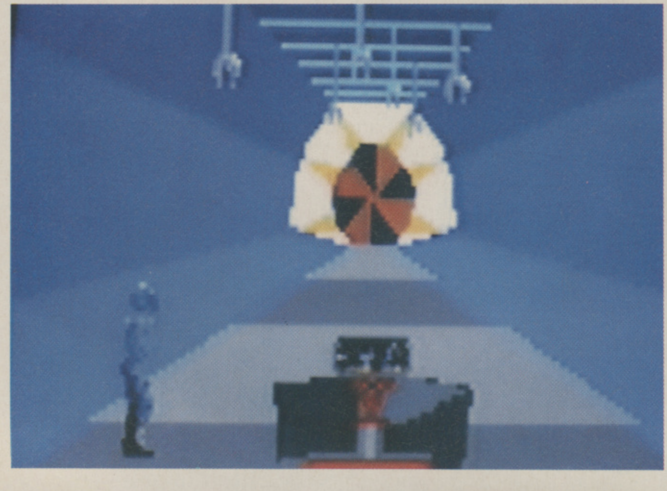
HARD DRIVIN'

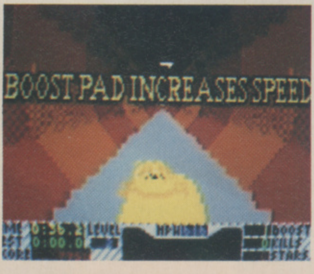
HOW can this impressive coin-op with its state of the art graphics and lightning fast polygons be converted to run on a hand-held?
Well, take of your hats to those Atari geezers, 'cos it looks like they've done the bizz. Now you can drive a throbbing great Ferrari in the palm of your hand on the bus, the train or even in the loo!
The bizarre sprite scaling abilities of the Lynx have been used to simulate polygons and it looks as if the gamble has paid off. Look out for this title just before Christmas, and rest assured we'll be giving it the full GO! treatment soon!

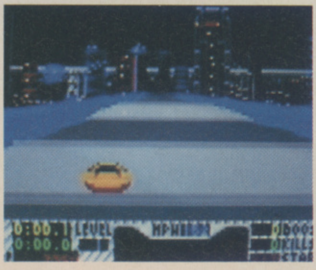


STUN RUNNER

WHOOSH! Screaming down a tunnel at speeds above 600mph drove arcade addicts wild when Atari revealed their superfast new coin-op last year.
Stun Running is a sport of the future, with some of the smoothest, fastest polygons of all time as you tear through the tunnels, gaining points by following the line of stars on the floor, weaving through the other racers and generally having a rip-roaring laff!
So how does the Lynx version measure up? Well, at first sight it looks identical! No joke - the polygons are there, all of the speech is included and if anything, the Lynx version appears faster than the arcade!!
This is the game which shows just what the Lynx is capable of, and you can bet your bottom dollar we'll be grabbing a **GO!** Review copy just as quick as we can! What else do you expect from the hottest mag on the planet?







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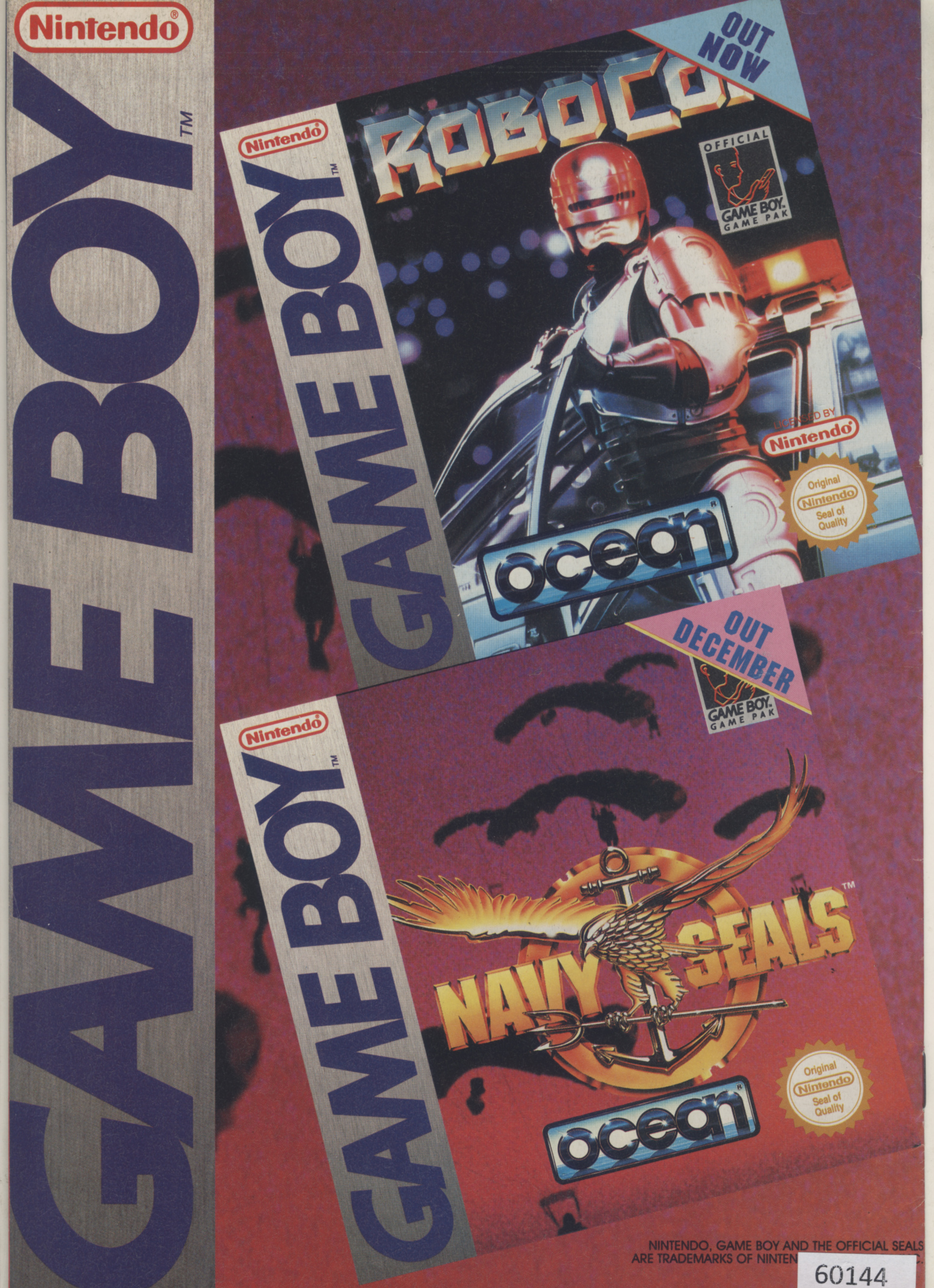
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